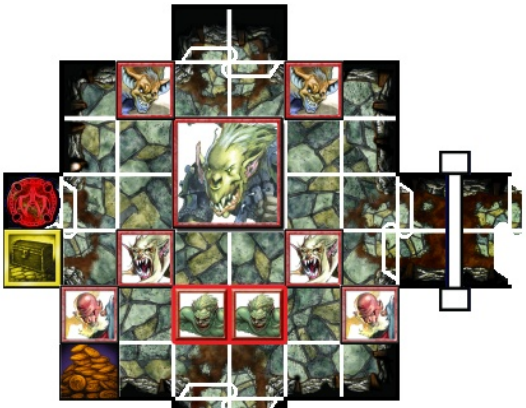
Battlement of Salvation



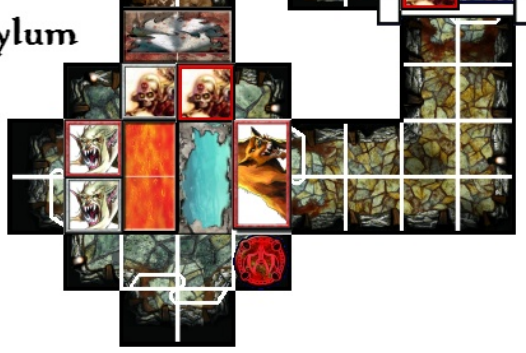
Honour Amongst Thieves

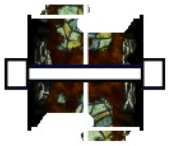
Gap 3
Paradies

Sunroom of Death

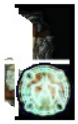
Gap 2
Icy Plateau

Asylum





Gap 1
Ambushed!



Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.

Honour Amongst Thieves

By Elliot Smith

Scenario Background

"Ah yes Noixe that most persistant female Deep Elf and as for Tiny Tots I'm surprised he even remembers me after my early exile from the Guild of Thieves," Mad Hat Sting laughed over his ale.
"Why were you even in it?" Usklor asked in disgust.
"None of your business and none of yours either," he said jabbing a look at the Heroes. "What I will tell you is Noixe is hard to gain access to but as to all problems there is a solution. The mug that exiled me one of the Circle of Rogues a Ferrox by the name of Darian Underslicer is our way in. If you can seize his Ring of Rogues and steal a reasonable cloak you can sneak into their annual meeting tomorow, if you move now you will be able to make it. Darians location at the moment is no mystery he will be in his summer palace of underground and outside ice, Good Luck."

Mission Goals

The Heroes must go to Darian Underslicers summer palace and not only kill him but take his ring and his robe. Without these items the Heroes will not be able to gain access to Noixes Black Ruby.

Important: The Heroes start with 8 Conquest Tokens

Templates: This is not an easy map to understand if you get it a little wrong it doesn't really matter if you follow the below it shouldn't be impossible (cheesy wink).

Area's Ambush and Paradise are Outdoor!
The two by two peice in Ambush is a change peice from outdoor to indoor and in the Battlement of Salvation area the two by two is another change over peice.

Gap 1: 6x6 Outdoor it also has two additional edge peices on the actual template. As well as this, this place has the Camp peice on top in the center with the Heroes on it. A Copper Chest, a stack of Coins, 3 Normal Ferrox and a Master Razorwing there are additonal rules for the Razorwing check the Ambushed Area Important for that.

Gap 2: 10x10 peice from Tomb of Ice is used here. This is a hard area to describe so here goes; arange a maze of either lava, water or rubble as well as two silver chests make these chests hard to get. Also add Two Master Hell Hounds if you did Lava if you did water add a Master Naga and finally if you did rubble a Master Golem. As well as these put in four Ferrox and Two Master Skeletons. Place some easy accessable potions as well the choice of these is up to you.

Gap 3: The most complicated thing ever! If you dont get this absolutely correct it really isn't the end of the world. it starts with a junction peice 4x4 in the middle then 2x1 edges. The path going upwards is a corner peice (Not a Tomb of Ice corner), after that its a 6x2 long peice and then ends with a 2x1. The path that goes down is just and an end peice 2x1. The final path is a 4x4 with to end peice 2x1 at the up and down paths, however, for the last path it is a T peice with attached end 2x1 peices. There is a Gold Treasure at the end of the top path protected by a Normal Ice Wyrm and Two Master Skeletons. Place the Ring of Rogues and the Cloak of Time and Space somewhere in this room as well. Add a Master Ferrox this is Darian look at Paradies for details. Finally place lots of lava in this area (Not making it impossible).

Sorry for Complications!

Chests
Copper 1: 100 coins and a Treasure
Copper 2: 100 coins, a Curse and a Conquest Token finally a Treasure
Copper 3: A Treasure
Silver 1: 200 coins, a Curse and a Treasure
Silver 2: 2 Conquest Tokens and a Treasure
Silver 3: 1 Conquest Token, a Treasure and 100 coins
Gold 1: A Treasure and a Stealth Potion
Gold 2: 3 Conquest Tokens, 2 Curses, 300 coins and a Treasure

Ambush

Travelling to this Summer Palace of Darians' it doesn't look particually exquisite but it really does depend on what your average Thieving Ferrox wants. Before anyone knows what is going on darts fly from the entrance door and the Heroes crash to the floor.

Hours later the Heroes stir from there unconciousness it seems nobody has even come out to greet them like a preety pathetic trap it has not got an alarm system. More darts fly from the door this time prepared they are dodged easily that seems to of worked though a massive bell sounds from within and the great oaken doors open!

"Come no further we are the watchers!" a Razorwing says soaring into the sky.

Important: The Master Razorwing here is Savageslash. He is the same as a Normal Master Razorwing of the Silver Level on Road to Legend.

Read when Savageslash dies: "You enter at your own cost lesser creatures this is no Paradise for your kind or even mine anymore death itself has come to ours doors," and with that the bat like creature crumbles in the sunlight.

Icy Plateau

This room is deathly cold the floor itself is cold for the Heroes feet. Yet the cold is not the main problem here a maze of death is ahead no matter the amount of treasure this could not be a more stay clear of place.

Sunroom of Death

Entering further down into the caverns of the Ferrox the lights grow dimmer up ahead though is a man clad in Black armour as the Heroes enter this Warlord unsheaths his gigantic sword with skulls encrusted in it and takes a few paces towards them. "Leave mortal death itself has come to cleanse this place I have a score to settle with Darian here." The Warlord raised his hand and the floor started to shake as Shades rise from it.

Important: The Skeletons here are Shades!

The ? here is the Black Warlord use a Hero figure for him try to

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.

use the same figure throughout for this is not his last appearance (If you own luteniant figures use one). He has the same stats as a Master Ogre except for Undying.

Read when the Black Warlord has half health: "Hethens you have just crossed a very powerful threshold this is far from over death itself will cleanse you," The Warlord then threw his sword into the ceiling the rock gave way the Warlord grabbed his sword as it fell and before the Heroes could react a mighty Dragon dived in engulfing the scene in flame, the Black Warlord mounted and flew away.
All remaining Shades die to Sunlight and all Heroes go to half health even if they were below that before (Does not apply for dead Heroes).

Asylum

The Creatures here are seriously messed up either due to the Black Warlords passing or maybe they are just messed up nobody will know. It seems that a Hell Hound is drinking water, Beastmen eating fire and the Skeletons are toughening themselves up by self harming themselves with sycting blades

Important: The Beastman here have the Breath ability.
The Skeletons have aura 2.
The Hell Hound here Breathes Lighning.

Battlement of Salvation

These seem to be the last survivors from your attack as well as the Black Warlords the fear in the creatures is slightly sad. Yet the amount of them is still enough for a challenge.

Important: The Master Ogre here is actually a Master Troll.
The Heroes have Fear 1 for this area

Paradies

Rising from the dungeon the land above is torched Darian stands trembling in Fear, it would appear a bit too much credit for this destruction has gone the Heroes for in the flaming floor is the sign of the Black Warlords helmet would be one reason to think this.
"He sent you didn't he? The Warlord well you think me and my men are dying without a fight think again it wasn't even my fault." This would have been quite a speach if the Ferrox wasn't chattering so harshly.

Important: The Master Ferrox here is Darian he is the same as a Normal Master Diamond level Ferrox.

The Heroes don't recieve the cards for the Ring of Rogues and Cloak of Time and Space when they pick up the tokens they are merely props.

Read if the Heroes lose all there Conquest Tokens: Darian stand over the Heroes teeth still chattering. "If your Master thinks he can finish me that easily he better think again now begone spawn of death." The Heroes lose.

Read if the Heroes kill Darian have the Ring and Cloak read: "When the Warlord consumes this world you'll regret my death fool," Darians last words ring all the way back to The Fallen Frog Family Inn. The Heroes win.

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.